

GAME BOY ADVANCE

AGB-BDEE-USA

Dead to Rights™

INSTRUCTION BOOKLET

namco®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. Rev-D (L)



namco®



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

History	4
Getting Started	4
The Game	9
Game Controls	12
Credits	14

HISTORY

Jack Slate, an innocent cop sentenced to death, makes a daring escape from the Iron Point maximum-security penitentiary. Driven to bring the criminal element that framed him to justice, Slate hunts the hunters in this gritty, crime-noir inspired epic. With super-charged game play, jaw-dropping graphics and hard-boiled storytelling, Dead to Rights™ raises the bar on the crime action-thriller genre.

GETTING STARTED

Correctly insert the Dead to Rights™ Game Pak into your Game Boy® Advance system. Switch on the system. The language select menu will appear first.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Dead to Rights™ Game Pak.

TITLE SCREEN



Press START from the Title Screen to begin the game.

MAIN MENU



There are four options from the Main Menu.

New Game: Takes the user to the Difficulty Select screen on their way to starting a new game of Dead to Rights™.

Password: Enter a password from a previous game to resume your progress.

Options: Customize your audio needs here.

Credits: The good folks that brought you Dead to Rights™.

OPTIONS



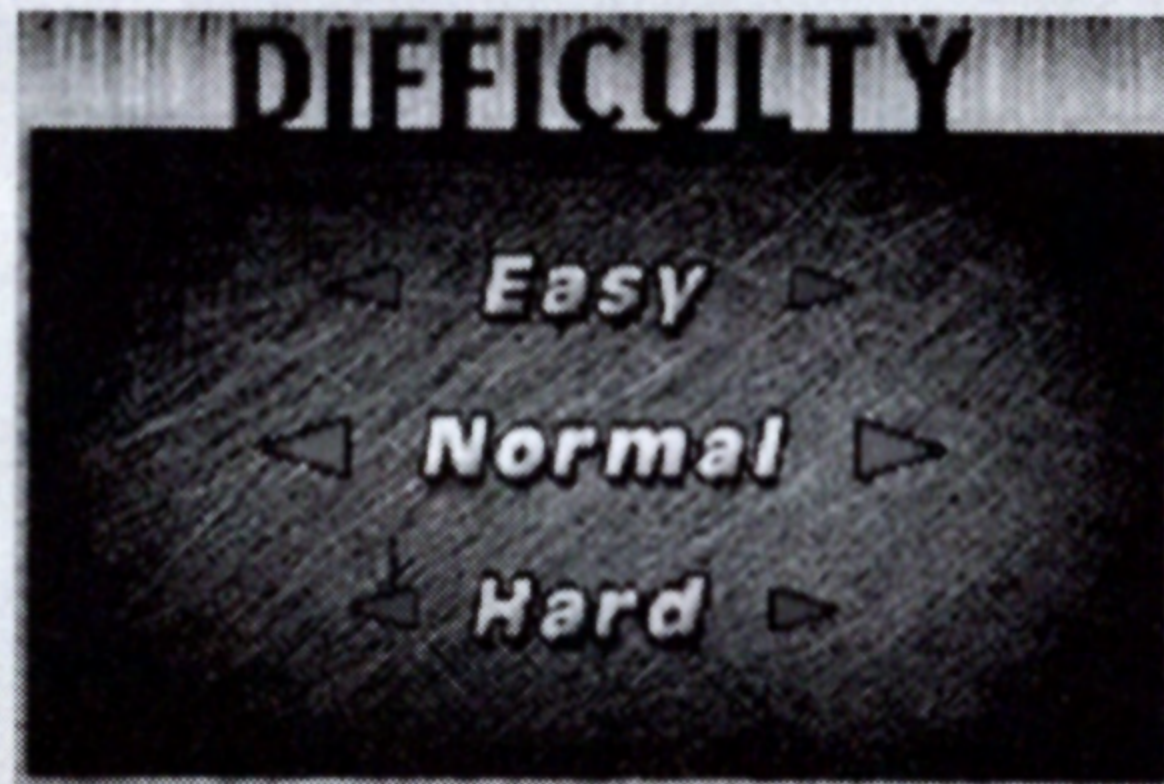
In Dead to Rights™, you can control the volume of your sound effects and music separately. You can also change these options while you're in the game.

PASSWORD

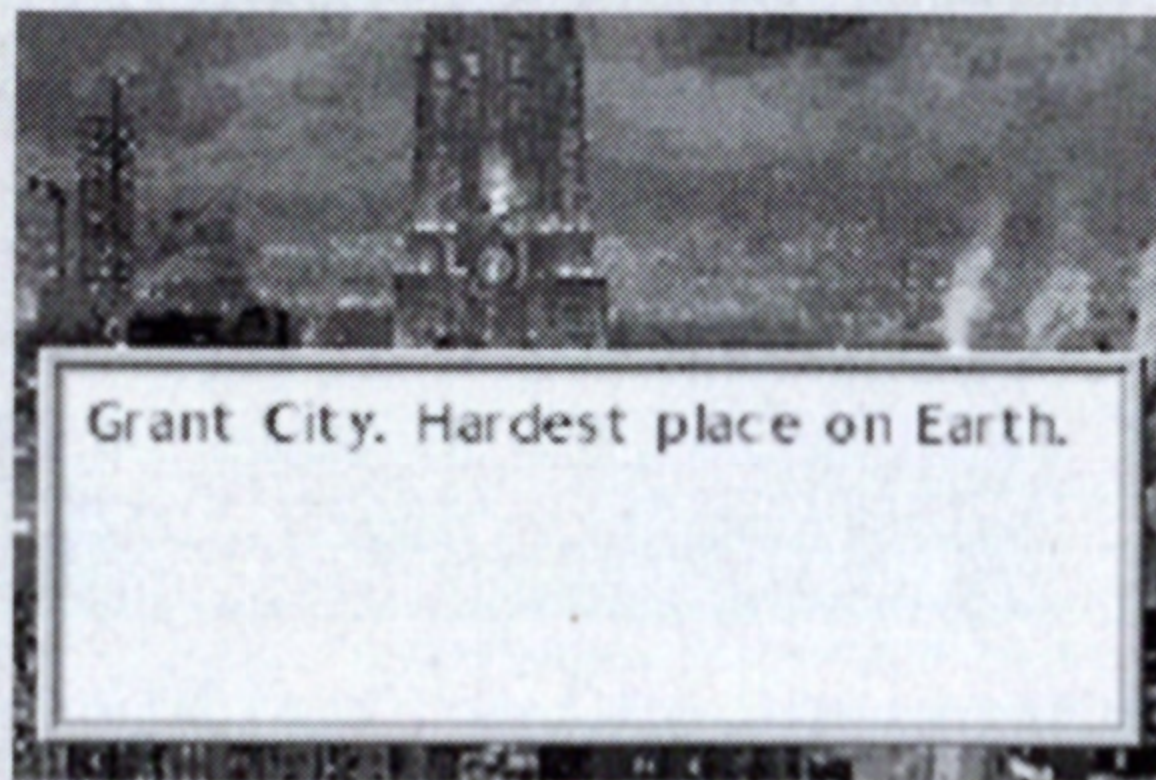


The password is four characters long and is given to a player upon completion of a level. Using the directional buttons, move through the available letters and select the password. An incorrect password will display an error message. A correct password will take you to the Difficulty Select screen.

NEW GAME

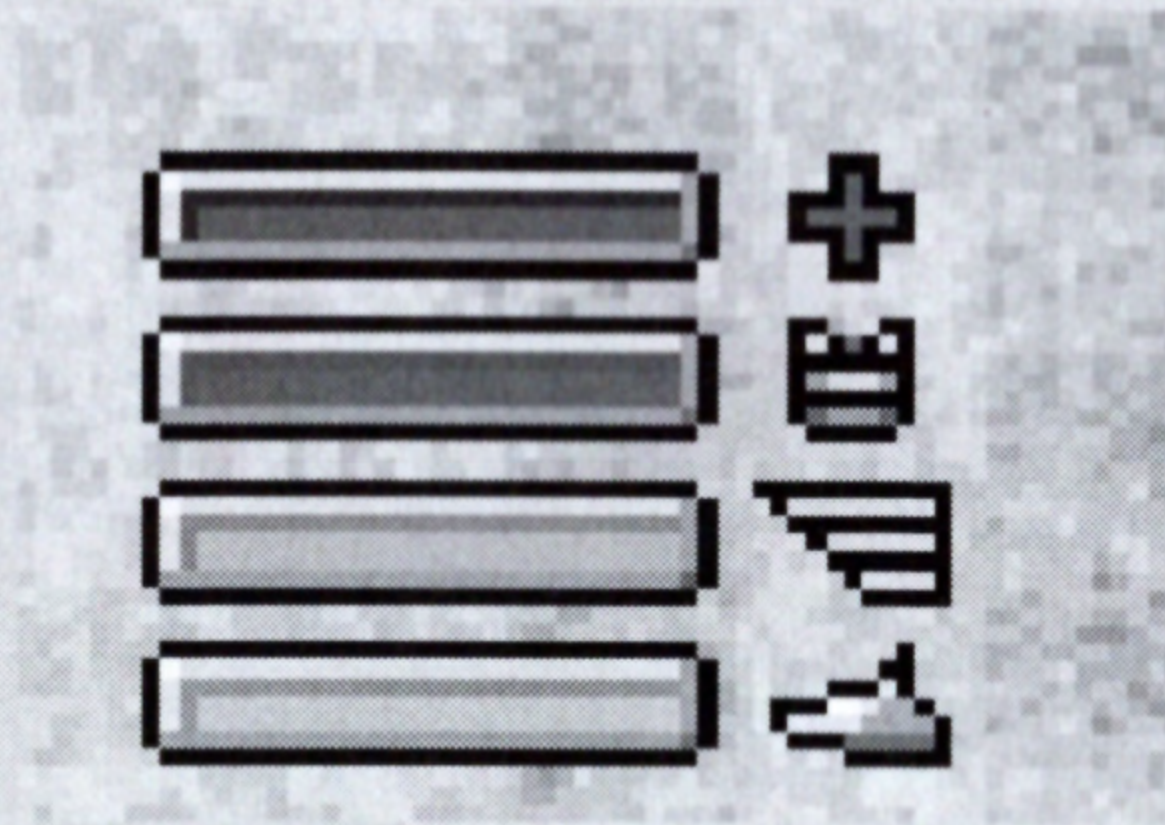


There are three difficulties to select from: Easy, Normal and Hard. The game will default to Normal. After that, you're ready for Jack Slate and Grant City...



THE GAME

SCREEN DISPLAY



In the top left corner of the screen, there are four rechargeable gauges.

Health Gauge: In most cases, this doesn't deplete until the armor is drained. You'll find health pickups throughout the game to recharge.

Armor Gauge: This gauge automatically regenerates, though it is limited. There are armor pickups throughout the levels.

Adrenaline Gauge: This regenerates automatically, but it will charge quicker if the player neutralizes an enemy. The adrenaline gauge is depleted when the player performs a slow motion dive.

Shadow Gauge: Shadow's gauge regenerates during game play. When the gauge is full, the player can use Shadow as a weapon against enemies.

WEAPONS AND PICK-UPS



Canisters - Shooting these will cause an explosion and affect enemies around them.



Gas Tank - A larger version of the Canister. This will cause a larger explosion and can affect the environment.



Explosives - Some missions require you to place Explosives in strategic points. Keep your eyes open for them when they appear.



Keycards - These Keycards appear throughout the game to allow access to locked doors.



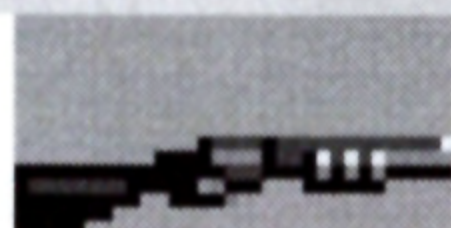
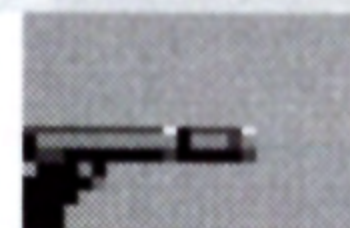
Key and Lockpick - You'll sometimes have to find a Key or a Lockpick to continue your mission.



Comic Books - Wireboy has an affinity with these - make sure you find all of them for him.



Armor and Health - You'll find Armor and Health throughout the levels to assist in your fight.



Weapons - Aside from Jack's array of hand to hand moves, he also uses the following weapons: Pistol, Silenced Pistol, Shotgun, Machine Gun and Grenade Launcher. Once your ammo is depleted, Jack will throw them away. Keep your eyes open for these throughout the level, because they also add ammo to your existing weapons.

GAME CONTROLS

CONTROLS	ACTION
Control Pad	Move Jack Slate around the screen.
A Button	- Fire weapon.
	- Melee attack if no weapon equipped.
	- Uses highlighted objects in the world.
B Button	Switch between weapon and melee.
L Button	Targets enemies.
R Button	As long as there is adrenaline in the Adrenaline
	Gauge, this will cause the player to slow motion dive.
L + R Buttons	Deploys Shadow if the Shadow Gauge is full.
	Select next weapon.
SELECT	Switches between weapons.
START	Pauses the game.

PAUSE



If you select Continue, you will be returned to the game. In this menu you can also move between Music and SFX separately, or Quit the game. Selecting Quit will bring up a box with a checkmark and an X in it. Selecting the checkmark will take you back to the Main Menu. Selecting the X will return you to the Pause Menu.

CREDITS

DEVELOPED BY

Torus Games

PRODUCER

Kevin McIntosh

PROGRAMMERS

Daniel Collins

Steve White

GRAPHIC ARTISTS

Paul Clarke

Ivan Kenny-Sumiga

QA

David McIntosh

MUSIC AND SOUND EFFECTS

Ed Colman

PUBLISHED BY

Destination Software Inc

DEVELOPMENT DIRECTOR

Paul Tresise

PACKAGING DESIGN

Beth Garbarini-Eweb2go

NAMCO

EXECUTIVE MANAGEMENT

Robert Ennis

PRODUCER

Philip Cohen

ECI TESTING

MD

R Young

HEAD OF TESTING DEVELOPMENT

Len Latut

SALES AND MARKETING

Russ Patiele

TESTERS

Stuart Appleton

Kevin Russell

Nutty Smith

MANAGEMENT

Ratan S Murali

LEAD TESTER

Sharad Chaturvedi

TESTERS

Rajesh G S

Nagraj Bitla

Jaydeep Sarkar

namco®

DESTINATION
SOFTWARE, INC

TORUS
GAMES

NAMCO HOMETEK INC. 90 DAY WARRANTY

Namco Hometek Inc.
ATTN: Customer Service
2055 Junction Avenue
San Jose, CA 95131

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408)922-0712. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: <http://www.namco.com>
Visit our Website to get information about our new titles.

LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Destination Software Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Distributed by Destination Software Inc.
Consumer Service Dept. (888) 654-4447
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080
www.DSIGames.com

Published by Namco
Namco Hometek Inc., 2055 Junction Avenue, San Jose, CA 95131
www.namco.com

Distributed by Destination Software Inc.-1-888-654-4447

PRINTED IN USA